

**Amendments to the Claims:**

This listing of claims will replace all prior versions, and listings, of claims in the application.

**Listing of Claims:**

1 (Currently Amended). A method of processing a video including football comprising:

- (a) a computer identifying a plurality of segments of said video without manual input based upon an event, wherein said identifying is not based upon continuous dynamic programming, wherein said event is characterized by a start time based upon when the ball is put into play and an end time based upon when the ball is considered out of play, where each of said segments includes a plurality of frames of said video; and
- (b) a computer creating a summarization of said video by including said plurality of segments, where said summarization includes fewer frames than said video; and
- (c) wherein said plurality of segments are identified by inferring the start time of a said event by an analysis of one or more sequential frames of a candidate segment, said analysis performed without comparing characteristics of any of said one or more sequential frames to characteristics of frames of model sequences of said event occurring.

2 (Original). The method of claim 1 wherein said event is defined by the rules of football.

3 (Original). The method of claim 1 wherein said start time is temporally proximate a hike.

4 (Original). The method of claim 1 wherein said end time is temporally proximate a tackle of a player with the ball.

5 (Currently Amended). A method of processing a video including football comprising:

- (a) a computer identifying a plurality of segments of said video without manual input, wherein said identifying is not based upon continuous dynamic programming, where each of said segments includes a plurality of frames of said video, based upon a series of activities defined by the rules of football that could potentially result in at least one of:
  - (i) a score;
  - (ii) preventing a score;
  - (iii) advancing a team toward a score;
  - (iv) preventing advancing a team toward a score; and
- (b) creating a summarization of said video by including said plurality of segments, where said summarization includes fewer frames than said video; and
- (c) wherein said plurality of segments are identified by inferring the start time of one of said series of activities by an analysis of one or more sequential frames of a candidate segment, said analysis performed without comparing characteristics of any of said one or more sequential frames to characteristics of frames of model sequences of one of said series of activities occurring.

6 (Original). The method of claim 5 wherein said summarization of said plurality of segments is in the same temporal order as said plurality of segments within said video.

7 (Original). The method of claim 5 wherein said activities are determined based upon the color characteristics of said video.

8 (Withdrawn). The method of claim 5 wherein said activities are determined based upon scene changes.

9 (Currently Amended). A method of processing a video including football comprising:

- (a) a computer identifying a plurality of segments of said video without manual input based upon detecting a play of said football game, wherein said identifying is not based upon continuous dynamic programming, wherein said identifying includes detecting the start of said play and detecting the end of said play, where each of said segments includes a plurality of frames of said video; and
- (b) a computer creating a summarization of said video by including said plurality of segments, where said summarization includes fewer frames than said video; and
- (c) wherein said start of said play is identified by inference, and without comparing characteristics of any one of said plurality of frames in a said segment to characteristics of frames of model sequences of said play starting.

10 (Original). The method of claim 9 wherein said detecting the end of said play is based upon detecting said start of said play.

11 (Original). The method of claim 9 wherein said summarization identifies said plurality of segments of said video.

12 (Original). The method of claim 9 wherein said summarization is a summarized video comprising said plurality of segments excluding at least a portion of said video other than said plurality of segments.

13 (Original). The method of claim 9 wherein said start is temporally close to the hike of the ball.

14 (Original). The method of claim 9 wherein said end is temporally close to a tackle of a player with the ball.

15 (Currently Amended). A method of processing a video including football comprising:

- (a) a computer identifying a plurality of segments of said video without manual input, wherein said identifying is not based upon continuous dynamic programming, wherein the start of said plurality of segments is identified based upon detecting at least one spatial region of a generally green color, where each of said segments includes a plurality of frames of said video; and
- (b) a computer creating a summarization of said video by including said plurality of segments, where said summarization includes fewer frames than said video; and
- (c) wherein said plurality of segments are identified by inferring the start of a play by an analysis of one or more sequential frames of a candidate segment, said analysis performed without comparing characteristics of any of said one or more sequential frames to characteristics of frames of model sequences of a play of football.

16 (Original). The method of claim 15 further comprising said spatial region having a substantially straight border.

17 (Withdrawn). The method of claim 15 further comprising said spatial region having a pair of substantially parallel edges.

18 (Original). The method of claim 15 further comprising said spatial region being centrally located within said frame.

19 (Original). The method of claim 15 wherein said generally green color is modified during said processing of said video.

20 (Original). The method of claim 15 wherein said generally green color is calculated based on the video and has a smaller gamut than an initial generally green color from which said generally green color is calculated based upon.

21 (Currently Amended). A method of processing a video including football comprising:

- (a) a computer identifying a plurality of segments of said video without manual input, wherein said identifying is not based upon continuous dynamic programming, wherein the start of said plurality of segments is identified based upon detecting at least one spatial region of a generally green color, where each of said segments includes a plurality of frames of said video; and
- (b) a computer creating a summarization of said video by including said plurality of segments, where said summarization includes fewer frames than said video; and
- (c) wherein said plurality of segments are identified by inferring the start of a play by an analysis of one or more sequential frames of a candidate segment, said analysis performed without comparing characteristics of any of said one or more sequential frames to characteristics of frames of model sequences of a hike of a football.

22 (Original). The method of claim 21 further comprising said spatial region having a substantially straight border.

23 (Withdrawn). The method of claim 21 further comprising said spatial region having a pair of substantially parallel edges.

24 (Original). The method of claim 21 further comprising said spatial region being centrally located within said frame.

25-90 (Canceled).